

In the Abstract:

Please cancel and replace the Abstract of the Disclosure with the following new Abstract:

A method and apparatus for obtaining an attribute in homogenous space. After obtaining the vertices of a triangle, the world space coordinates and the attribute of each vertex are transformed to homogeneous coordinates and an attribute in viewer space. Then a set of homogeneous coefficients of the triangle is computed based on the viewer space vertex homogeneous coordinates, and the viewer space coordinates of each vertex are projected to coordinates in screen space. Pixels in the screen space that are affected by the projected triangle are determined. For each pixel affected by the triangle, a set of barycentric coefficients in viewer space is computed, based on the homogeneous triangle coefficients, and a linear interpolation is performed based on the set of viewer space barycentric coefficients and the viewer space attributes of the triangle vertices to obtain the attribute of the pixel affected by the triangle.